

DELTA CLUB – CARDROOM POKER **GAMES**

Texas Hold Em/No Limit Hold Em.

The best possible five-card poker hand, using any combination of personal cards and community cards, wins the pot. In Hold Em, all players receive two down cards as their personal hand, after which there is a round of betting. Three board cards are turned simultaneously (called the “flop”) face up and another round of betting occurs. The next two board cards are turned one at a time face up with a round of betting after each card. The board cards are community cards, and after the final round of betting, a player may use any five-card combination from among the board and personal cards. A player may even use all of the board cards and no personal cards to form a hand. This is called “playing the board.” Hold Em uses a standard 52-card deck and a flat disk called a dealer button to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually deals). The dealer button rotates clockwise. The player with the dealer button is last to receive cards on the initial deal and has the right of last action after the first betting round.

The suits are all equal value. Each suit has 13 cards.
Ranking from highest to lowest are:

Ace - King - Queen - Jack - 10 - 9 - 8 - 7 - 6 - 5 - 4 - 3 - 2 - and Ace=1
Note: An Ace may be played high or low for a 5-card straight)

Example: A 2 3 4 5 = Low Straight 10 J Q K A = High Straight

Rank of Hands:

Royal Flush
Straight Flush
Four of a Kind
Full House
Flush
Straight
Three of a Kind
Two Pair
One Pair
High Card

Texas Hold'em

Object of the Game

The highest ranking hand wins the pot. The dealer button rotates clockwise after each hand.

The Play

Hold'em is played with a flat disc called the dealer button. The player with the button is the last to receive cards on the deal.

The two players to the left of the dealer button post blinds before any cards are dealt. All players are dealt two down cards (hole cards) as their initial starting hand. There is a round of betting. The action starts with the first player in front of the big blind.

All players have the right to throw their hand away, call the big blind, or raise the pot. The action goes clockwise.

Three board cards (called The Flop) are now turned face up at once in the center of the table and another round of betting occurs.

The action now starts with the active player in front of the button. The next two board cards are turned face up (The Turn and The River) one at a time with a round of betting after each card.

The five board cards are community cards and are shared by all active players at the table.

A bet and 3 raises are allowed.

Check and raise are permitted.

Omaha Hi/Lo Split (8 Or Better)

Similar to Hold Em, however, each player is dealt four hole cards face down. Five community cards are then dealt face up in the center of the table (as in Hold Em) to be used by all players. Players must use exactly two cards from their four personal cards and three community cards to make the best five-card poker hand. The best high hand and the best low hand, using a qualifier of eight or better, split the pot. If no one has an eight or better for low, the high hand wins the entire pot. Players use one combination of cards to make a high hand and the same or another combination to make a low hand, as long as each hand uses exactly two personal cards and three community cards. Betting is down as in Hold Em. Ace can be used as High or Low. The best possible low is A-2-3-4-5 (wheel). No wrap around straights.

HOLD'EM HIGH/LOW SPLIT VARIATION

The same rules above apply to the high/low split version with the exception that the pot is split equally between the best high hand and the best low hand. The low hand must make an eight (8) low or better to qualify as a low hand.

PAN

Pan is played with up to eight players and the deck has 320 cards (poker deck, less the eights, nines, tens and jokers) of eight decks dealt from a shoe. Cards in each suit rank king high, then queen, then jack, seven, six, etc. – aces are low. The jack and the seven are in sequence. There is no rank of suits except spades play double in some

conditions. Chips are the method of settlement to the winner. Ten cards are dealt, and after the deal, each player in turn draws one card either from the top of the deck or from the discard pile. If the player takes the card from the top of the deck, he must immediately use it in a meld or discard it. The player may draw from the discard pile only if the top card of the discard pile was drawn from the deck and discarded by the preceding player, and he may immediately meld this card into a combination. After drawing the player may meld as many sets as he holds or add to his existing melds. The object of the play is to meld eleven cards and the first player to do so wins the game. A meld must be at least three cards, and may be as many as eleven cards. The cards must be in sequence, and three sequential cards of the same suit forms a meld, or three cards of the same rank, in different suits.

When a player shows eleven cards in meld, he collects one chip from every other player and also collects again for each "condition" (cards of value – all threes, fives and sevens).

The conditions are:

1. Any set of value cards not in the same suit receives one chip.
2. Any set of value cards in the same suit receives four chips in spades, two chips in any other suit.
3. Any set of non-value cards in the same suit, two chips in spades, one chip in any other suit.
4. Any sequence of ace-deuce-three in the same suit, two chips in spades, one chip in any other suit.
5. Any sequence of king-queen-jack in the same suit, two chips in spades, one chip in any other suit.

Pai Gow Poker and Double Hand Poker

Seven cards are dealt to each player, two cards are held in front and five cards are held in back. There are two different bets on the front and back cards. After the bets are made the cards are shown. The front hand is determined by the highest hand wins (pair of aces). The back hand is then determined and the highest of that hand wins (royal flush). All bets paid of the winner of each front hand and back hand.

The game is played with 53 cards, a standard 52 card poker deck and a joker, which may be used as an ace or to complete a strait or flush. The game is played with seven hands of seven cards each, all dealt face-down.

A designated player selects the hand to be distributed first. Thereafter, the rest of the hands are distributed in the sequential order after that selection. The designated player shakes the dice cup to determine which player receives the first hand to be distributed which matches the numerical hand with the number of the player, counting from the designated player, with the dice. After distribution, each player arranges their seven cards into two hands, placing their cards face down with a two card hand in front, and a

two card hand in back. The ranking of the cards is the same in Pai Gow Poker, designated above.

In order to win, the player's highest hand must beat the corresponding hand of his opponent. The play ends when all players' hands are played, and all bets are settled, or when the designated player position wins or loses the amount it has wagered (cannot win or lose more than the original wager). Depending on the size of total bet at the designated player position, and the way the showdown turns out, any number of hands dealt from one up to all seven may actually be played.

The designated player positions moves around the table and each player has the option of retaining the designated player position for no more than two consecutive hands.

DELTA CLUB CARDROOM - JOKER'S WILD PAI GOW POKER

The Delta Club Cardroom does not participate in the actual play of the game and has no interest in the outcome of the game.

Object of the Game

Each player is dealt seven cards, divided into two poker hands: a two-card front hand; and a five-card back hand. The object is to have both hands rank higher than the corresponding front and back hands set by the opponent(s). The front hand may not rank higher than the back hand.

How to Play

The game is played with a conventional fifty-two (52) card deck with one added Joker, totaling 53 cards. The Joker may be used as any card. Five aces (four aces and a Joker) is the best possible hand. The following ranking chart indicates the categories of hands in descending order of value:

1. Five of a Kind
2. Royal Flush
3. Straight Flush
4. Four of a Kind
5. Full House
6. Flush
7. Straight (A-2-3-4-5 is the smallest Straight)
8. Three of a Kind
9. Two Pairs
10. One Pair
11. No Pair (Nothing)

How to Win

A player wins when his/her two hands rank higher than the player/dealer's respective hands. When one of the hands ranks higher and the other one lower, a tie (push) results; no wager is exchanged. When the player and the player/dealer have the exact same hand, the player/dealer wins that hand.

How To Play

The card game is dealt on a Poker style table to seven (7) players. A House supervisor (Casino Employee Dealer) controls the shuffling and dealing of the cards, controls the orderliness of the game and makes time collections on each hand.

One of the seven (7) players becomes the designated Player/Dealer. The remaining players will each play their hands against the Player/Dealer's hand. The

Player/Dealer is the only opponent. The Player/Dealer is determined in a new game by starting at seat #1, continuing clockwise. Each player in turn has the opportunity to become the Player/Dealer. As the Player/Dealer, you have the option to be the Player/Dealer for two consecutive hands. You may play one hand and pass the Player/Dealer option, or you may pass the option completely. For each hand that you accept the Player/Dealer button, you must wager at least the minimum bet requirement of that table.

Once the Player/Dealer has been selected, the House Supervisor shuffles the cards. The House Supervisor will then cut and deal seven (7) piles of seven (7) cards face down in front of him/her.

The designated Player/Dealer selects one of the seven (7) piles. An action button is placed on the selected pile. This pile will be the first hand distributed and the first hand to receive action from the Player/Dealer, continuing clockwise.

Wagers are placed in the small numbered circles. The amount one wagers may not be altered once the play of the hand begins. As a player, one must bet within the table limits. The Player/Dealer must bet at least the table minimum. However, there is no maximum limit. A time collection is taken for each wager before every hand begins. A dice cup containing three (3) dice is given to the Player/Dealer to shake. The sum of the dice determines where to place the first pile or "action" hand. Each position is counted whether it has a wager on it or not, starting with the Player/Dealer as 1, 8, or 15.

The Opening of the Dice Cup (revealing the total of the dice) signifies the BEGINNING OF THE HAND. The House Supervisor will announce "no more bets," then lift the cup and read aloud the total on the dice. Once the dice are revealed, the hand has begun. All bets are final. A player may not touch his/her wager until the hand is completely over.

The House Supervisor distributes the hands starting with the "action hand". The Player/Dealer button is placed on the dealer's cards, which will be opened only after all players have "set" their hands.

The players set their hands by making a two (2) card hand and a five (5) card hand. The five (5) card hand must rank higher than the two card hand. The player will then lay both hands face down distinctly separate next to his/her wager. When the House Supervisor observes that all player's cards are down, he/she will announce "all hands are set", at which time the players may not touch their cards for the remainder of the hand.

The House Supervisor will then reveal the Player/Dealer's cards and arrange the two hands the way the Player/Dealer wants them to be set. The House Supervisor will confirmation from the Player/Dealer, then proceed to open the action hand. The hands are then compared to turn to the Player/Dealer's hand.

In order for the player to win, both the two (2) and five (5) card hands of the player must rank higher than both hands of the Player/Dealer. If only one of the hands ranks higher, it is "push" and neither side wins. If one hand is identical in rank to the Player/Dealer's hand, that is a "copy" and the Player/Dealer wins all "copy hands". If both hands rank lower than both of the Player/Dealer's hands, the player loses to the Player/Dealer.

When all hands are declared wins or losses, the Player/Dealer can only receive action on the amount he wagered, i.e., if the "dealer" wagers \$100.00 and loses \$50.00 to the action hand and wins \$50.00 from the next hand, he cannot win or lose any more money. No other wagers, win or lose, can be paid.

Any wager that had no opportunity to receive action will get a "free collection" button to pay the time collection. This button must be used on the very next hand by the same player.

When all transactions are completed, then the hand is over. The House Supervisor shuffles and starts the procedure again, by determining the Player/Dealer.

Backline Wagers

Each player's position has circles numbered 1, 2, and 3. The number 1 refers to the player who is occupying the seat and handling the cards for that specific position. Numbers 2 and 3 are areas that another player may wager on. If there is a dispute on how the hand should be played, the person making the largest wager shall have the final say. All wagers in number 2 or 3 locations will pay equal time collections before each hand is played.

Collection fees

Approved collection fees paid per player at the beginning of each hand. 6 or more players will pay \$ per hand. Tables with 5 players will pay \$3 per hand. Tables with 4 players will pay \$2 per hand.

DELTA CLUB CARDROOM – PAI GOW TILES

Object of the Game

The game is played with a set of 32 Pai Gow dominoes (tiles), which consist of 11 matching pairs and 5 non-matching pairs. The house has no stake in the game except to provide a dealer. Pai Gow is dealt counterclockwise and is a rotating player/banker game. All active players wager against the player/banker. A time collection is taken in advance for each wager.

Each active player is offered the opportunity, in turn, to be the player/banker.

The player/banker starts the game by shaking the dice cup. The player/banker position is always counted as 1-9-17. The total of the 3 dice determines the distribution of the hands, and where the action starts. Each active player position will be dealt a hand consisting of four tiles, which the active player will set into two hands of two tiles each - a high hand and a low hand.

To Win:

Both players' hands must rank higher than the player/banker's two hands, respectively.

To Lose:

Both players' hands must rank lower than the player/banker's two hands, respectively.

To Push:

One of the players' two hands must rank higher, with the other hand ranking lower than the player/banker's two hands, respectively.

To understand and to play Pai Gow, a player should be familiar with the rankings of the tiles.

(See charts for rankings of pairs and individual tiles).

For simplicity, the rankings can basically be divided into six groups, as follows:

1. Gee Joon (The Supreme Pair)
2. Matched Pairs
3. Unmatched Pairs
4. Wong (a 12 or a 2 tile with any 9)
5. Gong (a 12 or a 2 tile with any 8)

Combinations

Gee Joon

The highest possible pair is the Gee Joon ("supreme pair"), which is made up of the two tiles:

4-2 and 2-1

The 4-2 and 2-1 are the two "wild cards" in the woodpile, and can be used as either a 3 or a 6 when making pairs (i.e. they substitute for each other). This is not the same rule that Western card games use, where a wild card substitutes for any card.

Bo

Under the Gee Joon are the pairs (Bo), which can be made up of matched or unmatched tiles that have the same totals. In order of rank from high to low, they are:

Pair Name

6-6 & 6-6 Heaven

1-1 & 1-1 Earth

4-4 & 4-4 Man

3-1 & 3-1 Goose

5-5 & 5-5 Flower

3-3 & 3-3 Long

2-2 & 2-2 Board

6-5 & 6-5 Hatchet

6-4 & 6-4 Partition

6-1 & 6-1 Long Leg Seven

5-1 & 5-1 Big Head Six

6-3 & 5-4 Jaap Gow - mixed nine

6-2 & 5-3 Jaap Bart - mixed eight

5-2 & 4-3 Jaap Chut - mixed seven

4-1 & 3-2 Jaap Ng - mixed five

There is no numeric order to this ranking, so you just have to learn them.

Wongs

The next level of hands beneath the Bo are called Wongs. They are a nine paired with a double six or double one. The double six combinations outrank the double one combinations.

6-6 6-3

6-6 5-4

1-1 6-3

1-1 5-4

Gongs

The third level of hands are called Gongs. They are a eight paired with a double six or double one. The double six combinations outrank the double one combinations.

6-6 5-3

6-6 4-4

1-1 5-3

1-1 4-4

Other Hands

If a player does not have any of these hands, then add up all the pips on the two tiles and take the total, modulus ten (i.e. keep the last digit of the total as your score). This is the part that is like Baccarat.

Breaking Ties

After all of this, in the event of a tie, the ranking is settled based on individual tile values. From high to low the tiles are ranked and named:

Tile(s) Name

6-6 Teen

1-1 Day

4-4 Yun

3-1 Gor

5-5 Mooy

3-3 Chong

2-2 Bon

6-5 Foo

6-4 Ping

6-1 Tit

5-1 Look

6-3 & 5-4 Gow

6-2 & 5-3 Bot

6-1 & 5-2 Chu

4-2 Luk (part of Gee Joon)

4-1 Ng

3-2 Ng

2-1 Saam (part of Gee Joon)

The 4-2 and 2-1 tiles are scored by how they are played, but they are the lowest ranking single tiles.

Combinations are common and comprise much of the strategy of Pai Gow. When a hand does not contain any of the higher ranking groups, combinations are formed by taking any two tiles, to produce a number from 9 (highest) to 0 (lowest).

When totaling, only the last digit is used:

For example: $8 + 7 = 15 = 5$

Note: The two tiles that make the Gee Joon pair are interchangeable when played individually.

The 6 can be played as a 3, and the 3 can be played as a 6. Individually the two tiles rank very low. Each player is offered the player/dealer position per round of play. The player has the option of either accepting the player/dealer position or passing it on to the next player.

How to Play

The player/dealer starts the game by rolling three dice. The total of the dice determines which player receives the first set of dominoes. (Starting from the player/dealer, the house dealer counts counterclockwise) Each player receives four dominoes and plays two hands simultaneously, a high hand and a low hand. Both hands must be higher than the player/dealer's hand to win. If one hand is higher, and the other is lower, then it is a push. If both of the player's hands are lower than the player/dealer's hand, the player loses. A rating system determines the value of each hand with 9 being the highest point; except that there are twenty different combinations of dominoes that are higher than 9. Sixteen of these combinations are pairs. The other four combinations of dominoes that are higher than 9 are called Wong and Gong.

All tiles must be kept on the table. A player may not show his tiles to, or discuss them with any other player at any time while the game is in play. The casino dealer shuffles the tiles thoroughly and stacks them in rows, with four tiles in row.

The total count of dice points showing after the dice cup is opened determines which seated player receives their tiles and action first. The table positions are determined with the player-dealer designated as seat one and proceeds counterclockwise from the player-dealer. The player-dealer receives their tiles first when the dice points total, nine or 17. When the player-dealer receives his tiles first, the player to his right receives action first.

All bets must be placed before the dice cup is opened. The casino dealer deals four tiles to every seat, regardless of whether a bet has been made at each spot. The casino dealer retrieves tiles dealt to empty seats, placing them in an area in front of his dealer tray. Players set their tiles into two hands, creating the best hands possible. Both hands are placed in front of players' bets. Players may, if they wish, leave all for tiles in one stack, in which case the casino sets them in the "logical" way.

The player-dealer button must cover the player-dealer's tiles until all of the opposing players have set their hands. Once the opposing players have set their hands, the player-dealer may set his hand. Once player-dealer's hand is set, the casino dealer will turn over each player's hand to compare against the player-dealer, beginning with the player who has the action button and proceeding counterclockwise. The casino dealer declares whether each hand is a winning, losing or "pushed" hands.

If a player wins, the casino dealer leaves the tiles two by two in the shape of the letter "T," in front of the player's spot.

If a player loses, the casino dealer brings the losing bet forward in front of the betting circle (stacking two stacks on top of the other two tiles).

If a player pushes, the casino dealer leaves the money alone, but brings the tiles toward the casino dealer's tray.

How to Win

Each of these combinations and each individual domino has a ranking. The symbolism of the domino (not the numerical value) determines their ranking. (See a Ranking Chart) If a player can't play one of the above mentioned combinations, he adds the total spots on two dominoes (subtracting 10's as in Baccarat) to determine his hand. If both the player and the player/dealer have the same numerical valued hand, the hand with the highest ranking domino wins (only the highest ranking domino is considered). If both player and the player/dealer have the exact same hand, the player/dealer wins.

COLLECTION FEES

The collection fee is \$1 per hand for wagered amounts from \$10 to \$200; \$5 per hand for \$201 to \$1,000, and \$10 per hand for wagered amounts \$1,001 to \$2,000. The maximum is \$2,000.

NO BUST

• BLACKJACK

VALUES OF CARDS

A single or plural deck of standard cards is used for playing of the game. If multiple decks are used one Joker is added to each deck.

- All cards have their face value.
- Joker is a "Wild" card. Aces are 1 or 11.
- Picture cards have value of 10.

Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1 or 11
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	10
11.	Jack	10
12.	Queen	10
13.	King	10
14.	Joker	Wild

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two UP cards. After all players, including the player /dealer, have received their initial two cards, starting from the next clockwise position from the player /dealer, players may receive additional (hit) up cards. Players may draw as many cards as permitted.

Rules for Players		
Must Stand on	Must Hit on	Have Option on
<u>Soft&Hard 20</u> <u>Soft&Hard 21</u> <u>Natural 22</u>	<u>11or Less</u>	<u>12</u>
		<u>13</u>
		<u>14</u>
		<u>15</u>
		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>

PLAYER- DEALER& DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands and avoid a bank game. The person in player/dealer position may not act as player/dealer position more than two consecutive times

. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the Division of Gambling Control with respect to the operation of controlled game featuring a player/dealer position.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.

Player/ dealers are never required to cover all opposing players' wagers. The house never participates as a player/ dealer. The house never takes a percentage of the wager placed in the game.

There is no maximum on the player /dealer's wager.

The following chart outlines the rules regarding player/dealer drawing procedure. After all players have exercised their rights to draw additional cards, the player/ dealer may receive his/her draw cards. Player/ dealer may draw as many cards as permitted.

Rules for Player / Dealer

Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

OBJECT OF THE GAME

The object of the No Bust Blackjack for the players is to, upon receiving the initial two up cards, add the numerical values of the cards of the hands and:

- Draw additional cards if needed.
- Achieve the best possible point total "Natural 22".
- "Natural 22" is two Jokers, two Aces, and an Ace-Joker, and beats all other hands.

GAME RULES

The following are game rules for No Bust Blackjack.

1. If a player's total is more than "Natural 22", and the Player/ Dealer's total is "Natural 22" or less..... **Player /Dealer Wins.**
2. If a player's total is "Natural 22" or less, and the player /dealer's Total is more than "Natural 22".....**Player Wins.**

3. If a player's total is more than (Natural 22), and the player/ dealer's is more than (Natural 22)
 - A) Player / dealer is closer to Natural 22**Player/ Dealer Wins.**
 - B) Player is closer to Natural 22..... **Push.**
4. **Player / Dealer win all ties over "Natural 22".**

DOUBLE DOWN, SPLIT, ODDS AND SURRENDER

- 1- Players can double- down on any two cards and receive one draw card card.
2. Players cannot split, double down or surrender any hand with a Joker.
3. Players splitting:
Any pair or any two cards of 10-point value will receive multiple draw cards.
4. Players may double down after split.
5. Multiple splitting is permitted (up to 3 times)
6. Player's Joker-Joker, Ace-Ace, and Ace-Joker pays 3 to 2.
7. Players can surrender on their first 2 card, and forfeit half of their wager, unless the player-dealer's up-card is an Ace.
8. If the player -dealer's hand is a natural, double down and split wager receives no action.
9. All pay-off to the extend that player/dealer's money covers.

ADDITIONAL GAME RULES

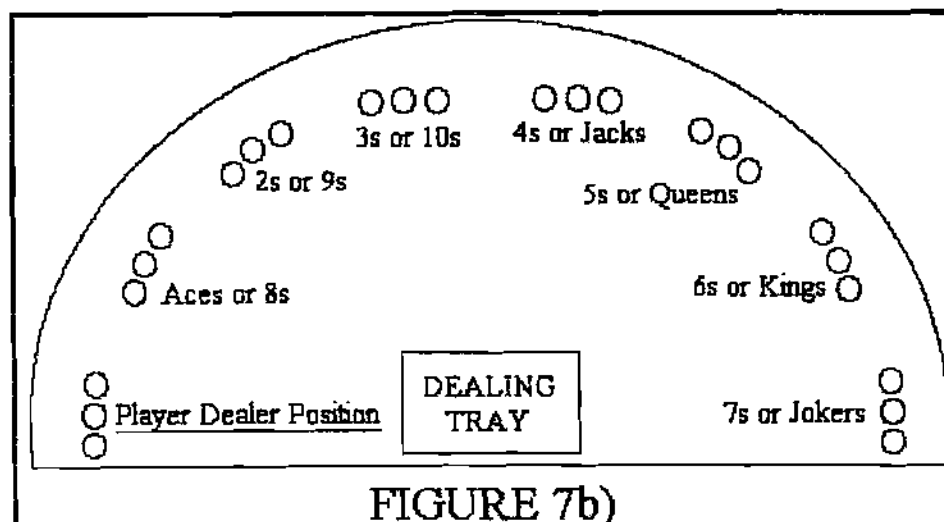
1. A hand with a Joker considered frozen, and cannot receive any further action.
2. If the Player/ Dealer's up card is a Joker, all hands are frozen. Players may not surrender, split, double down or draw.
3. A joker with any card or cards is a hard 21.

4. Players with non-joker hands have the option to draw additional cards.
5. The game is played with a standard six decks of 52 cards with one joker per deck.
6. The game plays on a blackjack style 8 hands table.
7. The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.
8. Proposition Players only prescribed by law are permitted to play and hold player/dealer position.
9. Backline betting is allowed. Each seat has three betting circle for Ante bet. The game is eight handed.
10. "Round of Play" .Players chooses their spots around a high, blackjack style table. Dealer takes collection based on the table limit. Players must post minimum wager or more in accordance with table limits. Cards are dealt clock wise starting from left of the player/dealer position.

11. PLAYER DEALERS' HAND AND DRAW CARDS:

The dealer draws after all players have drawn. At this time the dealer has only one face up card.

- a) Remove the round dealer button from the up card and deliver one card from the shoe.
- b) Place the first draw card to the left of the up card. Position the action button accordingly, as demonstrated below.



- c) All additional draw cards will be placed on the right side of the original up card.
- d) Player dealers' drawing rules are:
 - d1) Must HIT on soft 17 or less.
 - d2) Must STAND on hard 17 or more.
 - d3) No options are given to the player/ dealers.